



The Power of Global Collaboration
Defense | Government | Industry | Academia

ADL and the Learning Future

Kristy Murray
ADL Initiative



Organization



**USD Personnel & Readiness
Dr. Clifford Stanley**

**Deputy ASD Readiness
Dr. Laura Junor**

**Readiness Programming &
Assessment**

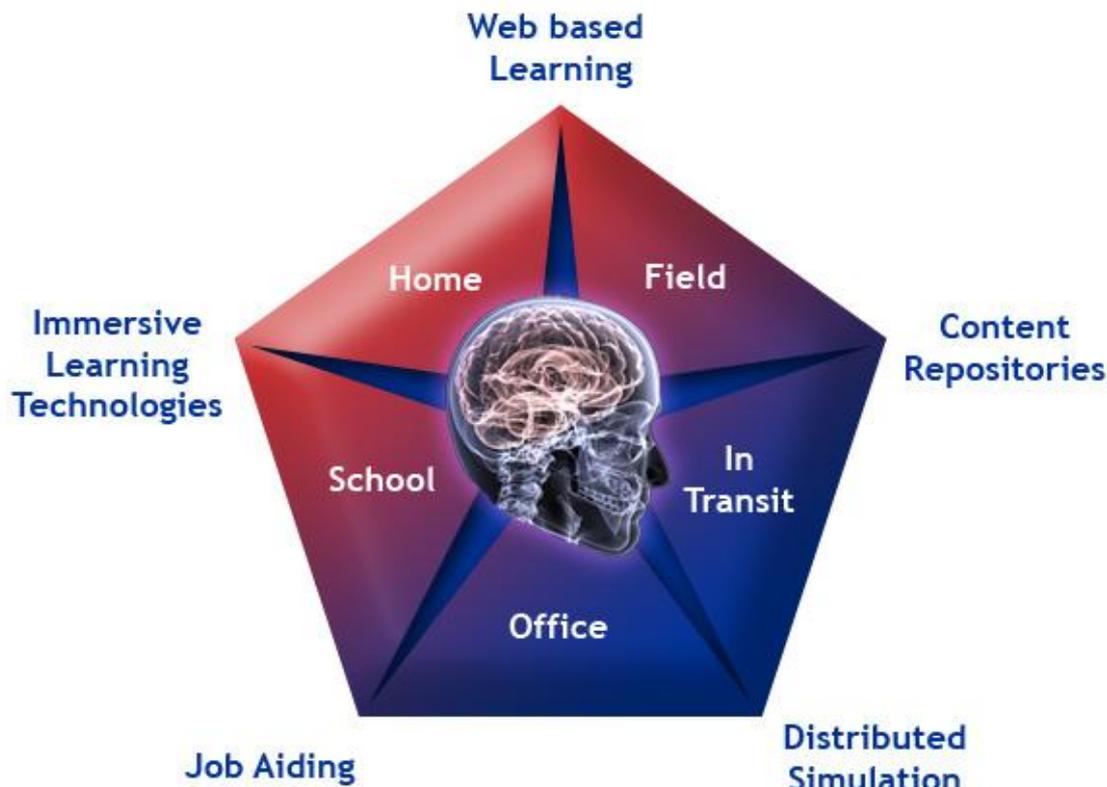
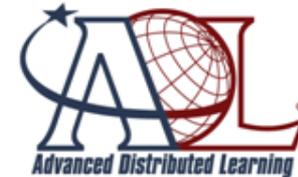
**Training Readiness & Strategy
Mr. Frank DiGiovanni**

**Diversity Management and Equal
Opportunity**

Defense Language Office



ADL Vision - Past & Future



Provide access to the highest quality education and training,
tailored to individual needs,
delivered cost effectively, anywhere and anytime.



- SCORM
- ADL Registry
- Prototypes
- Other Research



What about SCORM®?

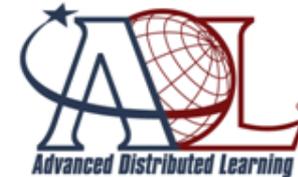


- Initiated in 1997.
- De facto global learning standard.
- Packaging Content.
- Describing Content w/ Metadata.
- Run-Time Environment.
- Sequencing & Navigation.

A Linear Approach



ADL Post-2010

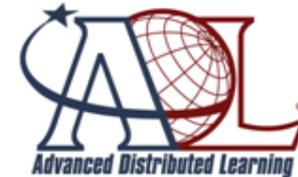


- Provide ADL leadership.
- Maximize learner potential to perform and adapt.
- Maximize technical innovation to enhance performance.





Leadership



- Provide Instruction (DODI 1322.26), Guidelines and Tools for the implementation of ADL across DoD.
- Host and participate in workshops & conferences on ADL technologies for integration into DoD training programs.
- Open communication among ADL, the Services and DoD agencies through the Defense ADL Action Team (DADLAT).





Changes to 1322.26



- Incorporate and cancel 1322.20.
- Distributed Learning Content (DLC) – “new” term to incorporate ICW, IMI, CBI, etc.
- SCORM – “Shall conform to the SCORM® version and edition that matches the SCORM® version and edition of the target distributed learning system (DLS)” (change from “latest edition”).
- Consider S1000D specifications when acquiring/developing Interactive Electronic Technical Manuals (IETM).



ADL's Mission

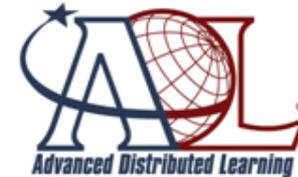


- Provide ADL leadership and knowledge sharing.
- ***Maximize learner potential to perform and adapt.***
- ***Maximize technical innovation to enhance performance.***

*Next Generation Learner & Learning Environment Breakout Sessions
Wednesday, 1500 in Junior Ballroom G3
Thursday, 1115 in Salons 15/16*



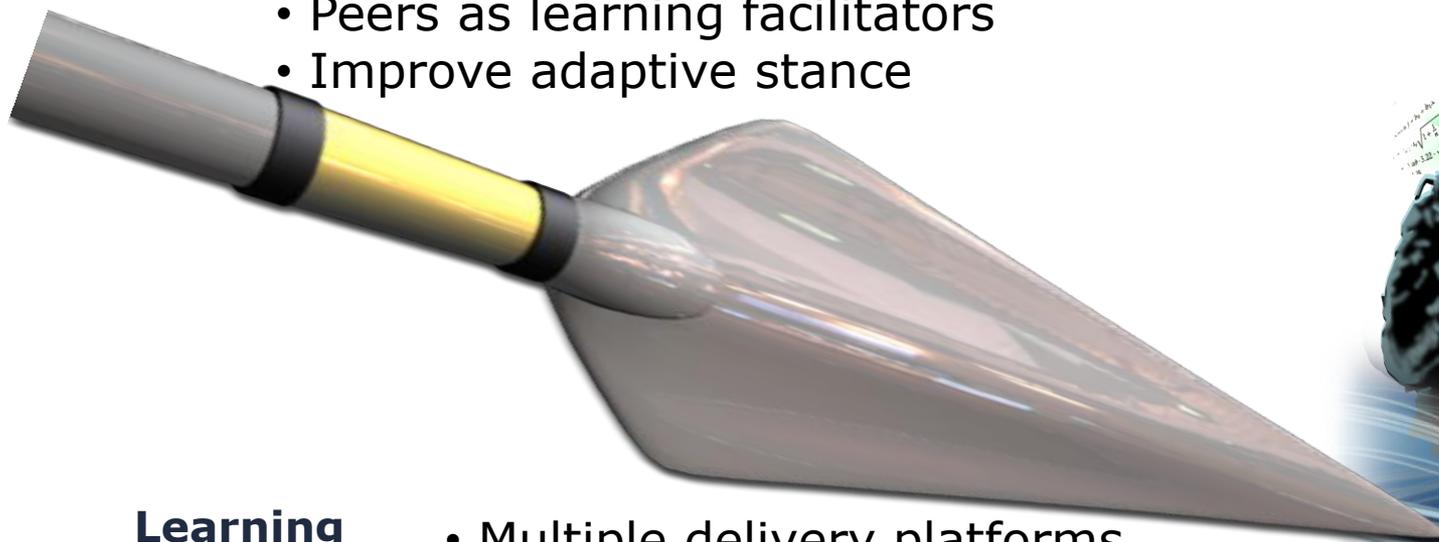
ADL Mission Today: Next Generation



Now

Learner

- Increased learner participation
- Learner created content
- Peers as learning facilitators
- Improve adaptive stance



Learning Environment

- Multiple delivery platforms
- Search and Retrieval
- Learner profiles/Competencies
- Networked

A non-Linear Approach

2025

Personal Learning Assistant



Unobtrusive
Intelligent
Ubiquitous
Anticipates Needs



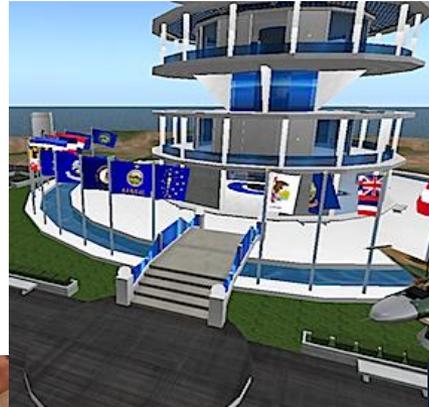
Emerging Technologies



Mobile



Games



Virtual Worlds



3d Repository



ADL Mobile Learning Activities

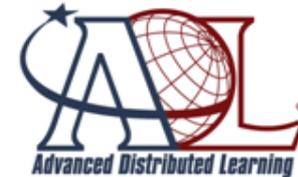


- TIP Mobile Compliance Course (Applied Research).
- Mobile Applications for Tracking Learning Data (MASLO) – University of Wisconsin.
- Mobile Learning Environment (MoLE) Collaboration. www.mole-project.net

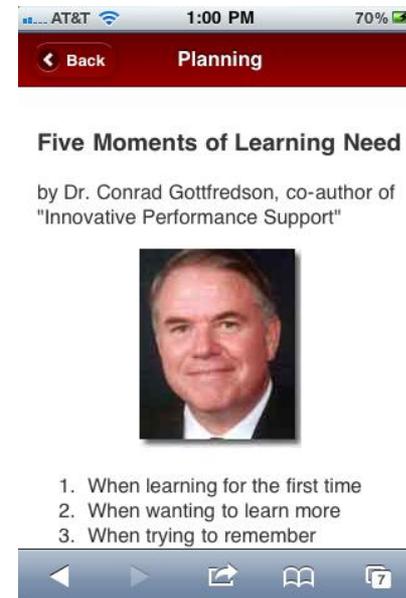
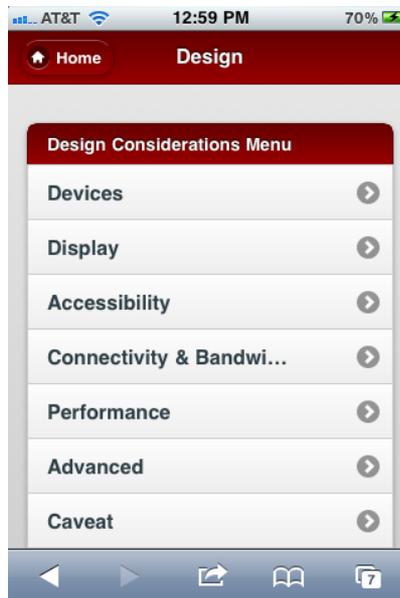
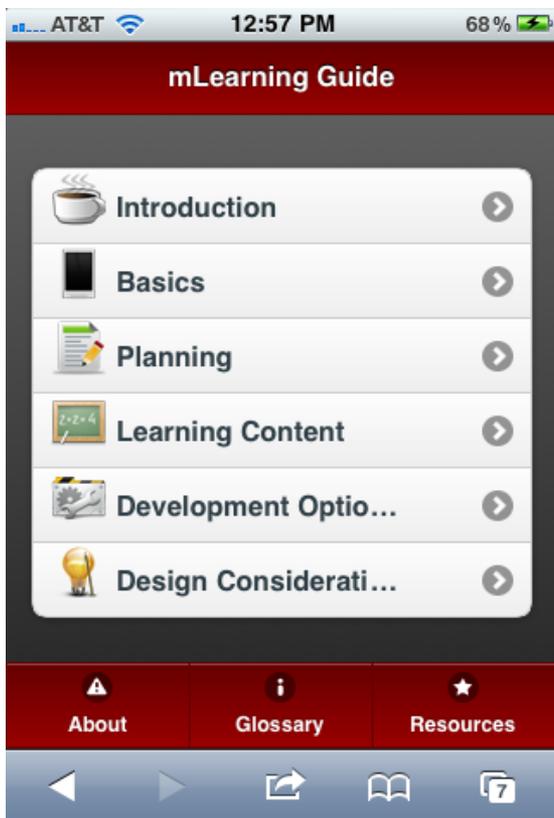
Univ of Wisconsin: Mobile Access to Supplemental Learning Objects, Tuesday, 1515, Salons 17/18



ADL mLearning Guide



- Intro to mLearning
- Available as native and web app
- Apple iOS, Android, Web:
<http://adlmobile.wikispaces.com/Guide>



Mobile Breakout Sessions
Wednesday, 1605, Salons 20/21
Thursday, 1115, Signature II



Announcing...



- More comprehensive version of mobile guide
- Living document
- Seeking contributions and feedback

adlmobile@adlnet.gov. There is a condensed version (called the ADL mLearning Guide for demo use on a mobile device) also available through a browser at <http://mlearn.adlnet.gov> or in various platform stores.' Below this, it says 'This Handbook is separated into ten sections:' followed by a numbered list of sections: 1. Basics, 2. Planning, 3. Examples, 4. Best Practices, 5. Learning Content, 6. Development Options, 7. Design Considerations, 8. Mobile Learning Tools, 9. Resources, and 10. Glossary definitions."/>

ADL Mobile Learning Handbook

Search this site

Home

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- Planning
- Examples
- Best Practices
- Learning Content
- Development Options
- Design Considerations
- Mobile Learning Tools
- Resources
- Glossary
- About
- Team
- Sitemap

This ADL Mobile Learning Handbook is compilation of mobile learning resources. This is a living document and will be regularly updated. Please send any suggestions for additions or changes to adlmobile@adlnet.gov. There is a condensed version (called the ADL mLearning Guide for demo use on a mobile device) also available through a browser at <http://mlearn.adlnet.gov> or in various platform stores.

This Handbook is separated into ten sections:

1. [Basics](#) - What mobile learning (or mLearning) means, its capabilities and use opportunities, potential benefits and common concerns.
2. [Planning](#) - List of choices to consider for appropriate use of mobile devices in learning, including questions to assist in planning.
3. [Examples](#) - Examples of mobile learning projects and initiatives of interest.
4. [Best Practices](#) - Lists of tips for instructional designers and developers.
5. [Learning Content](#) - Tips and best practices for mobile learning.
6. [Development Options](#) - Tools, native applications and mobile web apps; pros and cons of both types.
7. [Design Considerations](#) - Information on hardware models, features, operating systems, displays, accessibility, connectivity and other advanced mobile capabilities.
8. [Mobile Learning Tools](#) - Products available for the creation, deployment and management of mobile content.
9. [Resources](#) - Recommended links for additional information on mobile learning.
10. [Glossary](#) definitions.

<http://mlhandbook.adlnet.gov>



Games



<https://clc.dau.mil/games>

Games for Learning Breakout Sessions
Tuesday, 1620, Salons 20/21
Thursday, 1115, Salons 20/21



Games – Preferences Study



- Empirical study being conducted by ADL and the Defense Acquisition University (DAU).
- Identify trends regarding game preferences in order to better understand the effects of games supporting education and training at DAU.
- Investigates learner self-efficacy, expectations, preferences, prior knowledge, and perceived relevance of the game.



Games - Combat Stress Machinima



- Proof-of-concept video produced by ADL and U.S. Army PEOSTRI for use by a trained facilitator.
- Transitioned to USMC PMTRASYS in 2011.
- Follow-on video in development at U.S. Army Joint Training Counter-IED Operations Integration Center (JTCOIC).



Continuing the Fight: Helping the Wounded
Tuesday, 1345, Jr Ballroom



Virtual World Semper Fi Odyssey



- Virtual world developed by ADL in OpenSim to replicate a familiar environment for continued communication beyond the Semper Fi Odyssey one-week session.
- Long-term vision includes providing a scalable, immersive environment for team leads and participants.





Virtual Worlds



NAWCT3D Island

<http://slurl.com/secondlife/NAWCT3D/100/103/30>

Support design and development of an island for Navy.

Provides information on NAWCTSD products and services.

Showcase for NAWCTSD Quality of Life programs.

***Virtual World Breakout Sessions
Wednesday, 1500, Signature II***



Federal Virtual World Challenge



GameTech 2012 – March 26-30

Focus #1 “The Holodeck – Making it So”

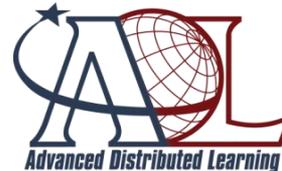
Focus #2 “Engaging Learning Strategies”



teamorlando.org/gametech



Search & Retrieval



Content Discovery & Access Catalog (CDAC)

One Stop Shopping for Learning Content

Still Photos



Videos



3D Models



Learning



DISA GIG Enterprise Services

Federal Learning Registry



Search and Retrieval Prototypes



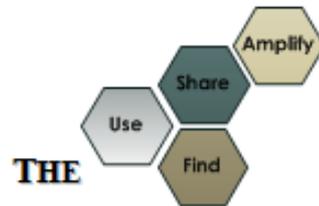
3D Repositories

A distributed means for sharing
3D models



DLC Repositories

A distributed means for sharing
Distributed Learning Content



THE LEARNING REGISTRY

Social networking for metadata

Breakout Sessions:

The Future of Discovery and Access - Tuesday, 1515 Signature II
Federal Learning Registry - Wednesday, 1500 Salons 20/21



ADL Resources



- Mobile Newsletter - adlmobile@adlnet.gov
- Mobile Wiki & Archive
<http://adlmobile.wikispaces.com>
- Mobile Learning Handbook (Online)
<https://sites.google.com/a/adlnet.gov/mobile-learning-guide/>
- 3dr.adlnet.gov
- www.learningregistry.org



Questions



www.adlnet.gov

The screenshot shows the homepage of the Advanced Distributed Learning (ADL) website. The header features the ADL logo and the tagline "Advanced Distributed Learning: The Power of Global Collaboration". Below the header is a navigation menu with links for HOME, OVERVIEW, CAPABILITIES, CONTACT US, and HELP, along with a search bar. The main content area is divided into several sections:

- ADL Attends I/ITSEC December 2011**: A small announcement at the top of the main content area.
- ADAPTIVE TRAINING**: A large graphic with the text "ADAPTIVE TRAINING" and "TECHNICAL INTERNET" overlaid on a blue, glowing globe.
- Out & About**: A section listing upcoming events:
 - 2-4 August: ImplementationFest 2011
 - 5 August: Distance Learning & Teaching Conference
- Announcements**: A section with two items:
 - ADL Mobile Learning Handbook Released**: A post with a small robot icon and text stating that the handbook is now available.
 - ImplementationFest 2011**: A post with text stating the event is happening August 2-4 in Orlando, Florida.
- Recent Presentations**: A section with a post titled "Choosing Authoring Tools" and a "View All Presentations" button.